THE BRIDGE – TUTORIAL

HOW TO DJ WITH THE BRIDGE

by DJ RAZY

Version 1.0

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„A portal is a transitionary device of sight or sound that functions as a sort of third gravitating body between the this and the that, pulling us toward itself, allowing us to bridge into the unknown from the known.“

- Roy H. Williams -

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1. Overview

1.1 Introduction about Serato / Rane / Scratch Live / Ableton Live / The Bridge

What is Serato?
Serato creates world leading audio software for professional DJ's and musicians. Serato is based in New Zealand and has partnerships highly regarded hardware, software, and record industry companies worldwide.

What is Rane?
Since 1981 musicians, DJ's, contractors and integrators have chosen Rane Corporation as an established innovator in problem-solving pro audio tools, affordably priced with unequalled reliability and customer service. Rane's primary marketplaces are DJ (performance, club, mobile & recording) and Commercial (room-combining, paging and associated systems) featuring innovative analog and digital audio products for each category

What is Scratch Live?
Scratch Live is a vinyl emulation software application created by New Zealand based Serato Audio Research, distributed by and licensed exclusively to Rane Corporation. Since its debut in May 2004, Scratch Live has become Serato's main product focus, and as such, Scratch Live is often referred to simply as "Serato" within the DJ and music scene.
Scratch Live allows manipulation and playback of digital audio files (mp3, wav, aiff, ogg and non-DRM aac) using traditional vinyl turntables or CD players via special timecode vinyl records or CD's. It seeks to cross the divide between the versatility of digital audio and the tactile control of vinyl turntablism and has become the industry's dominant digital DJ'ing tool.

What is Ableton Live?
Ableton Live is a loop-based software music sequencer and DAW for OS X and Windows by Ableton. In contrast to many other software sequencers, Live is designed to be an instrument for live performances as well as a tool for composing and arranging. It is also used for mixing of tracks by DJ's, as it offers a suite of controls for beatmatching, crossfading, and other effects used by turntablists, and was one of the first music applications to automatically beat match songs.

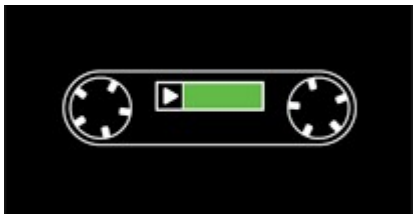
What is The Bridge?
The Bridge gives you turntable-style control of your own multitrack productions. Simply drag an Ableton Live Set to a deck in Scratch Live and use your turntables or CDJ to control the transport. Scratch Live enhances your productions with deck control, mixing, nudging and DJ style looping, while you can remix, mute/solo tracks, use virtual instruments, change drum patterns, manipulate audio, tweak effects and launch loops on the fly in Ableton Live.

Update: With my definition of The Bridge 2.0 it is also possible to record and play audio loops directly from Scratch Live into Ableton Live. That means you can record new melodies, scratches and beats from each of your decks – on the fly! You can also use the Ableton Live effects on your DJ decks.

1.2 What is The Bridge and how can I use it?

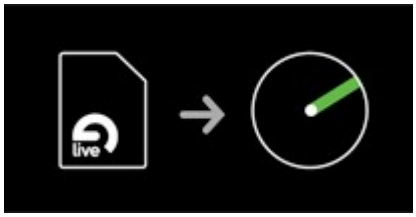
You have also red the main description of The Bridge on the Page before. Now I will show you the different ways to use it for your performance. We will start from zero.
So here we go:

There are 3 different ways to use The Bridge:



Perfect your Mixtapes
Record your Serato DJ performance as an Ableton Live Set, complete with song placement and fader movements. Then use Live's collection of effects, instruments and production tools to edit, enhance and polish your mix.

(Please note that I will NOT explain that function in this tutorial, because I don't use it. For more information about that check the Ableton Live and Serato homepage!)



Perform your Beats
Load an Ableton Live set on one of your decks. The Bridge brings tight synchronization and remote control of Ableton Live to Serato Scratch Live's interface.

That means you are allowed to play your normal Ableton Live sets through your Rane Interface / DJ Mixer. You can sync it to your Scratch Live Decks and you have the full overview of the most Ableton Live parameters.

The Bridge 2.0
This is my definition of using The Bridge with another audio interface. I know that some of you guys already use it too, but I needed a name for what I will explain.
In my opinion it makes The Bridge more interesting and it is a great and powerful weapon that can beat everything else on the DJ market.

That means you are allowed to play your normal Ableton Live Sets through a second audio interface. You can sync it to your Scratch Live decks and you have the full overview of the most Ableton Live parameters. Further you can record each of your decks as an audio loop directly in Ableton Live. You can also use it to bring the Ableton Live effects on your Scratch Live DJ decks.

2. System Requirements

2.1 Software

- **Serato Scratch Live 2.1.1**
- **Ableton Live 8.2**

Mac	Windows
• Intel Core 2 Duo 2.33 GHz	• Intel Core 2 Duo 2.4 GHz
• 4 GB RAM	• 4 GB RAM
• OSX 10.5.8 or higher (10.6.4 recommended)	• XP SP3, Vista SP2 or Win 7 SP 1

Note: These are the minimum specifications to run The Bridge, for the best performance and for professional use I would recommend a higher spec computer and always the latest software updates!

Note: The Bridge is not supported by Ableton Live Lite, Ableton Live Intro, Ableton Live Akai Professional APC edition and Ableton Live Launchpad edition.

2.3 Hardware

We have to differentiate between The Bridge and The Bridge 2.0.

For The Bridge:
You need to own Rane/SSL hardware, but don't need an additional soundcard. Ableton Live's output is routed to the Rane/SSL hardware.

(Rane SL1, SL2, SL3, SL4, TTM57SL, Sixtyone, Sixtytwo, or Sixtyeight.)

For The Bridge 2.0:
You need to own Rane/SSL hardware. Further you need a second Audio Interface with at least one stereo input and one stereo output!

(Rane SL1, SL2, SL3, SL4, TTM57SL, Sixtyone, Sixtytwo, Sixtyeight.)

The second audio interface can be chosen total free, except another Rane soundcard. You need one soundcard which is not manufactured by Rane.

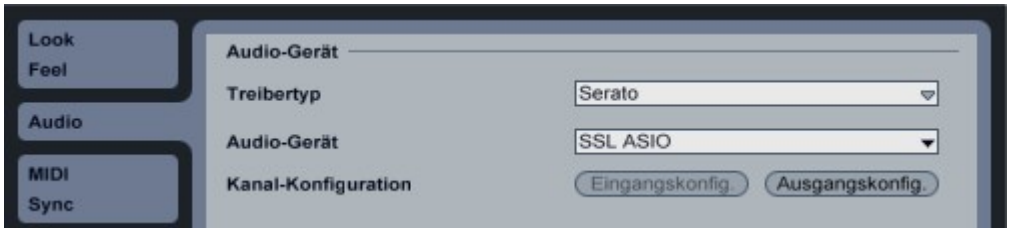
3. Activate The Bridge

3.1 Settings for Serato

First, go to Setup – Plugins – The Bridge and ENABLE it.
Then go back and open Ableton Live. The Bridge plugin will automatically work. For the future it doesn't matter which program you will open first.

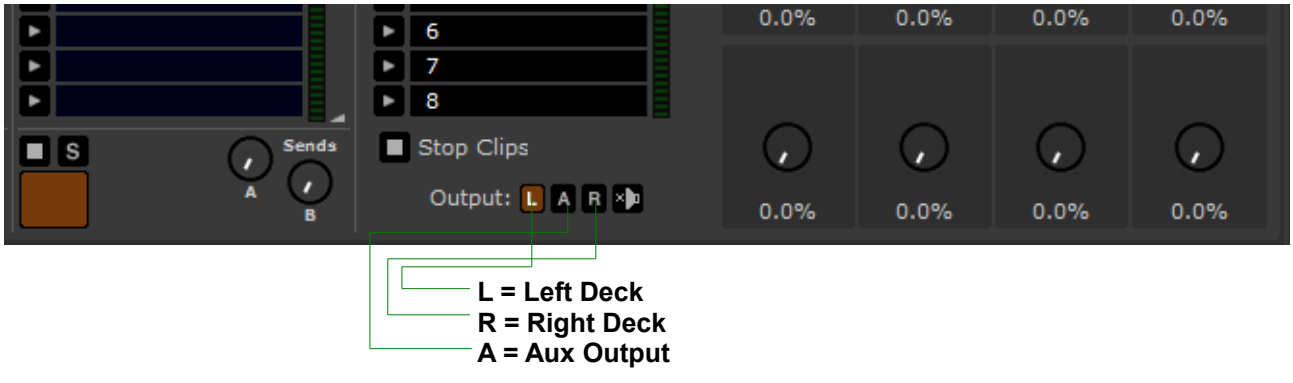
3.2 Settings for Ableton

The Ableton Live settings are automatically done.



Now you can chose your Ableton Live output in Scratch Live

Note: In this example I used a Rane SL-3 box. With other Rane hardware you can chose other outputs!



4. MIDI-Controller

4.1 Controller Overview

Now I show you the most popular MIDI-Controller for Ableton Live.

Don't worry, I will not bore you with technical specifications that you already know! I only write facts about the controller and what is special about each of them.

Novation Launchpad

The Novation Launchpad is a very cool all-rounder. It has every function that you need to control Ableton Live.
The special about this controller is the multi switchable program mode. You can start / stop audio clips, mute, solo and record your channels. Fade the panning, channel volume, effects, instruments, give it your own mappings and even control Max for Live!

I own two of them, and I love them!

Price: About 145 $ / 155 €

Akai APC 20

The Akai APC 20 allows you to play and stop audio clips.
You can also record, mute or solo your channels.
MIDI-Mappings are also possible. With the fader you have a bit smoother control of your channel volume or fader mappings.

Also a cool controller I own.

Price: About 175 $ / 188 €

Akai APC 40

The Akai APC 40 is a controller giant!
You can control most of Ableton's parameters without switching any user modes!

If you plan to play complex live sets, control every fx-parameter and instrument – this is your controller!

I play and remix on the fly, so i don't need that giant. But it is also pretty cool! Lot's of DJ's already use it – with good reason!

Price: About 268 $ / 399 €

4.2 Settings for Serato

First be sure that your main controller for Ableton Live is DISABLED in Scratch Live!

All your other controller should be ENABLED if you want to use them in one or both programs.
If not enable or disable it in one of the programs.

Note this:

4.3 Specific directions

ENABLING / DISABLING MIDI DEVICES

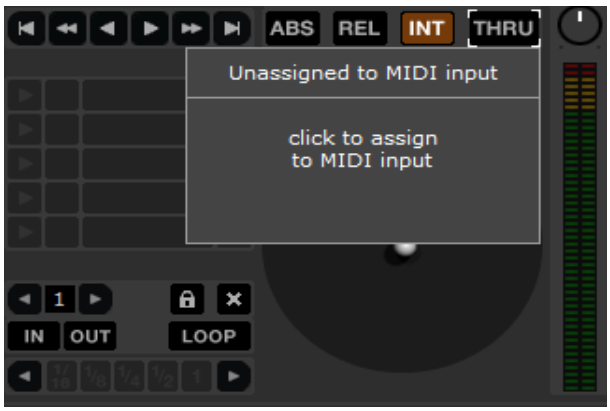
This option allows you to enable or disable any MIDI device you have connected, preventing potential MIDI message conflicts between Scratch Live and Ableton. Any MIDI devices that are not enabled will be ignored by Scratch Live, allowing it to be used solely by Ableton Live with no conflicting messages.

5. MIDI-Mapping

5.1 Settings for Serato

You have to activate the MIDI-Button in Scratch Live.

Then chose the function which you want to map.
This can be a simple function on your deck …

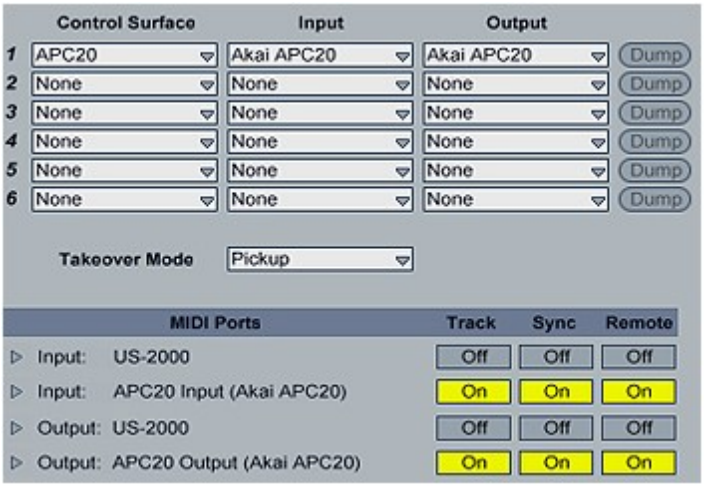


… or a function in the MIDI Panel

5.2 Settings for Ableton

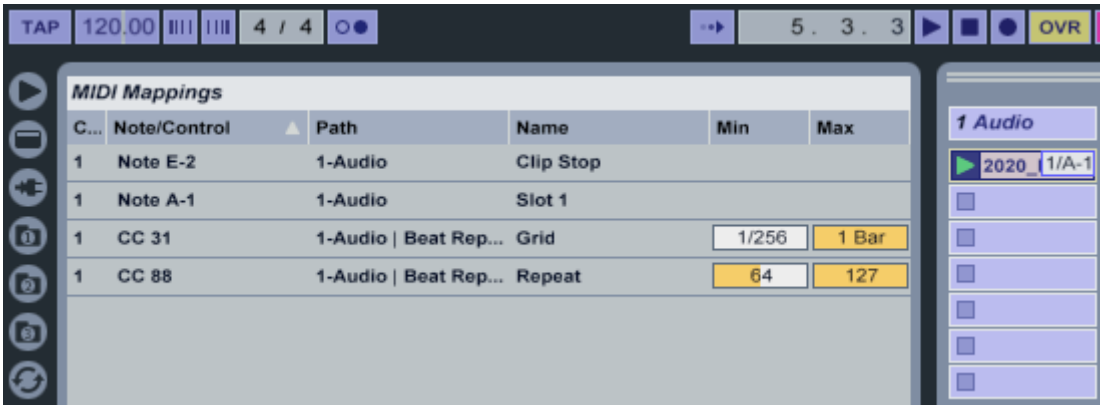
You have do decide your device into Ableton Live

Turn the Input / Output on



Activate the learn button...

… and learn the functions like you would do in Scratch Live.

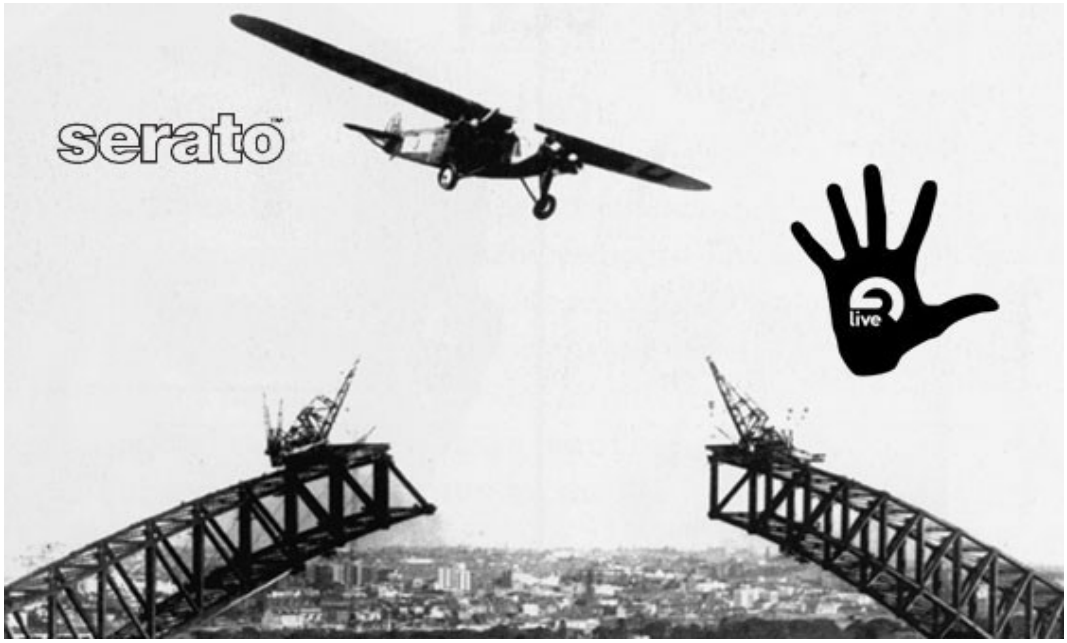


Everything will shown on the left side and can be re-edited.

Note: For the Novation Launchpad, the Akai APC 20 & 40 and a few other controller you don't need a MIDI-Mapping!This is just an example how it works! These controllers run plug & play with Ableton Live! But if you don't like the standard mapping you can edit it of course! If you have problems with the mapping check out the Ableton Live manual.

6. How to DJ with The Bridge

In this chapter I will explain you how to DJ with The Bridge. Everything you need is just your Rane soundcard. I used the SL-3 Box and I have chosen the aux output for Ableton Live.
With my TTM 56S Mixer it is no problem to run it through the aux input.
Other DJ Mixer may have that too or a third, fourth or fifth channel, where you are able to use it for The Bridge. Try it out!



Note: You have many possibilities with The Bridge. No one can show you all the ways you could go. But I tried to summarize the biggest functions in this whole tutorial.

6.1 Overview in Scratch Live

Check out the next few pages from the original Serato The Bridge manual. It is a great introduction!

1. ABLETON INFO DISPLAY.

Displays the name, BPM, and bar and beats position of the currently loaded Ableton Live set. The display will change color, depending on which deck it is loaded or synced to. E.g. When loaded or synced to deck one, it will be colored yellow to reflect this.

2. CLIP LAUNCH BUTTON.

Click to launch (play) a clip

3. NEXT CLIP.

To play the next clip, click on the corresponding launch button.

4. CLIP STOP BUTTON.

Click to stop the clip which is currently playing or recording.

5. SOLO.

Click the solo [s] switch to solo, muting other tracks.

6. SEND KNOB A.

Click and drag up/down to adjust the track's contribution to the corresponding return track's input.

7. SEND KNOB B.

Click and drag up/down to adjust the track's contribution to the corresponding return track's input.

8. TRACK ACTIVATOR.

Activate this button to hear the track, or deactivate it to mute the track.

9. SCENE LAUNCH.

Rows in the Session View are called scenes. All clips in a scene can be launched simultaneously by clicking the corresponding Scene Launch button in this column.

10. STOP ALL CLIPS BUTTON.

Stop all clips that are currently playing or recording using the global quantization. The result is the same as pressing the Stop buttons in all tracks simultaneously.

11. NAVIGATE CLIPS

Click to scroll vertically or horizontally through your Ableton Set.

12. SYNC BUTTONS.

To sync Ableton Live to a deck, click the sync button with the number that corresponds to the chosen deck.

13. INTERNAL MODE.

This allows you to play back Ableton Live without syncing to a virtual deck, but still make pitch and nudge adjustments.

14. INTERNAL PLAY / PITCH.

Play and Pitch controls for using when in Internal mode.

15. DEVICE HEADER.

Displays the currently selected Ableton Live device. Click to enable or disable the device.

16. SHOW DEVICE.

Click to show or hide the parameters of the currently selected Ableton Live device

17. PREVIOUS/ NEXT DEVICE.

Use these buttons to navigate through Ableton Live's device chain.

18. DEVICE PARAMETERS.

Control the currently selected Ableton Live device using the parameter knobs. Displayed parameters will vary depending on the selected device.

19. AUDIO OUTPUT.

Use the Audio Output selectors to choose where Ableton Live outputs to. This applies when Ableton Live is synced to deck or when in Internal mode.

When the ATC is loaded to deck, Ableton Live will automatically output to that deck's channel, just as if it was an audio file.

6.2 Playback & Beatgrid

PLAY BACK MODES

There are three different ways of controlling Ableton Live's playback with Scratch Live;

- Loaded to a deck (like a regular audio file)
- Synced to a deck
- Internal Playback

LOADING TO A DECK

In Scratch Live, the Ableton Live set appears as a virtual track in the Scratch Live library. You will notice that the saved name of the currently open Ableton set is also visible in the song tag.

To find the Ableton Live Transport Control track quickly, move your mouse to the search box (or use the keyboard shortcut ctrl-f), then type the word "Ableton".

You can also add this control track to Scratch Live crates in the same way you would other tracks in your library. This track can only be loaded to a virtual deck when both Scratch Live and Ableton Live are running simultaneously.

TRACK OVERVIEW

As it is possible to manipulate an Ableton Live set on the fly, the audio is constantly changing, so no real audio 'overview' exists. Instead, Scratch Live displays a beat grid; a visual indication of bars and beats.

You can use these bars and beats to help you beat match your Ableton set with another audio file.

PLAYBACK

Play the Ableton Live Control track as you would any other audio track. You can set cue points, loops, loop roll etc.

When you set a cue point on the Ableton Control track in Scratch Live, the cue will be stored at the Ableton set's bar and beat position where you saved it, however if you were to scroll back through the Ableton Live Control track, the relative position of the audio would be lost. Using these cues with The Bridge is most useful when you are setting them on the fly to recall in the same set, not for pre-set preparation.

Pitch changes you make with your turntables or CDJs will be recognized in Ableton Live as well as Scratch Live. However, as the audio from Ableton Live is a constant live stream of information, it isn't possible to play audio backwards with the Ableton Live Control track. When you try to scratch, you will only hear the forward motion instead of a traditional scratch sound.

SYNCED TO A DECK

Rather than use up a Scratch Live deck to play back your Ableton Set, you can sync Ableton to any track playing on a deck. This allows you to add loops, vocals, or layer a complete tracks to existing songs in your library, and have them stay in time throughout your mix.

In order for sync to function correctly, the clips in Ableton Live need to be correctly warped, and the audio files in Scratch Live that you are syncing to will need to have a Beat Grid.

BEAT GRID

A Beat grid is a series of markers added to a track that tells Scratch Live the exact bar and beat position. Instead of relying on a song's transients (kicks / snares etc) a beat grid is a much more accurate way of syncing Ableton Live to a Scratch Live track.

Once the Bridge has been activated, you can set beat grids with hardware connected, or in the offline player. Re-analyzing files in the latest Scratch Live version will automatically set up beat grids for your files.

There are two types of beat grid markers;

- Downbeat markers (Red)
- Regular markers (White)

All markers have a number next to them, which references the bar number.

There are two main ways to manipulate a grid's timing;

SLIPPING A GRID

This keeps the grid's BPM the same, but moves the offset of the grid earlier or later. You would need to slip a grid if the grid's timing was off by a consistent amount throughout the song's duration.
To slip the grid, hold alt, and click and drag with the mouse to move a red downbeat marker, or use the keyboard shortcuts; Hold control and use the arrow keys.

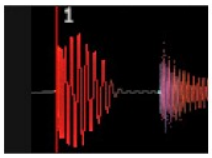
STRETCHING / CONTRACTING THE GRID.

This effectively alters the grid's BPM, and either stretches it or contracts it to fit. To stretch / contract the grid, hold alt, and click and drag with the mouse to move a white marker, or use your keyboard's arrow keys.

EDITING GRIDS

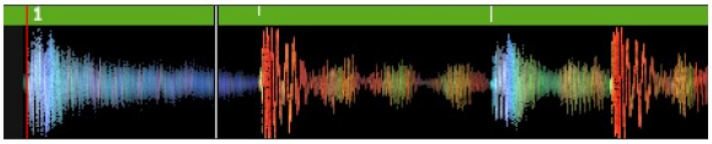
To enter beat grid edit mode, click on the area that says GRID EDIT. Alternatively you can use the keyboard shortcut; alt + spacebar.
When in grid edit mode, the button will flash green, and the edge of the overview area will be colored green.

SETTING AND MANIPULATING A BEAT GRID:

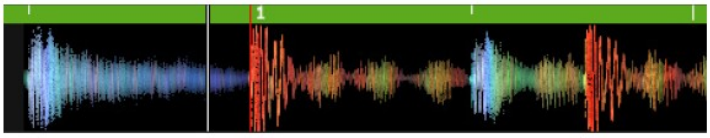


When you load a track to a deck, a beat grid will be automatically added, based on the track's calculated BPM value.
In most cases, the Red downbeat marker will correctly fall on the first beat of the track.

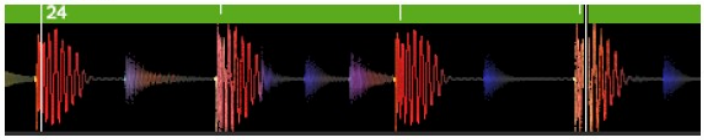
In some instances, you may need to slip the grid manually on to the



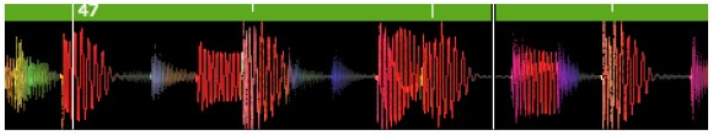
correct transient. I.e. in the case of a snare, or an intro section before the major downbeat:
To correct this, enter edit mode, and slip the grid.



See that in the picture below, the "1"is now correctly falling on the downbeat:

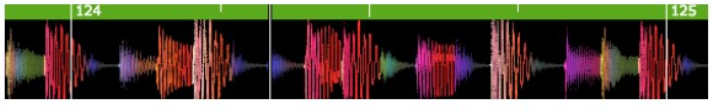


Now jump through the track a few bars at a time and check that the grid markers are lining up correctly with the track's transients.
If everything is lining up, then no further adjustments are necessary. Press enter, and your grid will be saved.
Grid markers that are falling out of time with the track's transients will look like this:
and slowly drift out as you progress through the song:

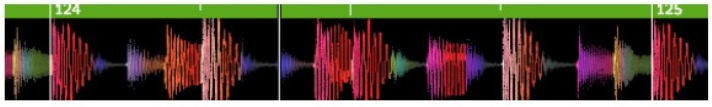


There is a very easy quick fix for this. Jump forward in the track as far as you can, to a point where the grid has fallen out, but where you can still identify where the markers should be.

In the example below, this position is around the 124/ 125 bar mark.



To fix this, contract the grid slightly, (using the left arrow key) so that the grid lines up with the transients correctly, as in the example below:



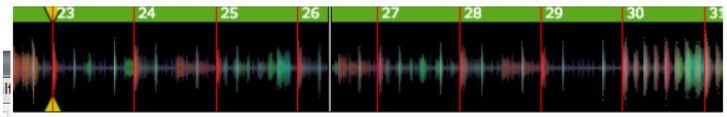
Now the beat grid lines are sitting in the correct position, right on the transients.
Skip forward further into the song, and repeat as necessary.

TRACKS WITH FLUCTUATING BPM VALUES

If the method described above fails, then chances are you have a track with a fluctuating BPM - either by design (e.g. live funk track), or perhaps caused by the wow and flutter of a turntable via a vinyl recording.

In this case you will need to set extra downbeat markers, (a bit like Ableton Live warp markers) to the grid at certain points throughout the song. You can do this slowly with the track paused or when playing.

In the example below using an old funk track, several downbeat markers have been set. This is necessary as this track's tempo fluctuates wildly.



Tip: Use the x key to quickly set downbeat markers as the track plays back. Don't worry if your timing is bad - each downbeat marker will snap to it's nearest transient.

BEAT GRID KEYBOARD SHORTCUTS

Function	Shortcut
Enter Grid Edit Mode	alt + spacebar
Contract / stretch grid	arrow keys
Slip grid	ctrl + arrow keys
Set downbeat marker	x

SYNCING

Once your Beat grid has been set, Ableton Live can be synced to a track using the sync buttons on the Ableton Panel.

Click on the Sync button to start syncing the Ableton transport with Scratch Live. There is a Sync button for each deck, i.e. If you want to sync to deck 1, press the button labeled Sync 1.The Ableton transport will now start and use the Beat grid to sync to this track, following all tempo changes.

If Ableton is synced to a track, and that track is ejected, or finishes playing, then Ableton will continue playing at the same velocity (BPM) in the internal player, with no interruption to playback position or speed.

You can also swap the sync deck source mid-set, i.e as you mix out of one track into another, however you need to have both decks in time with each other to do so effectively.

ADJUSTING SYNC ON THE FLY

Sync mode snaps the Ableton grid and the Scratch Live Beat grid together. As different tracks can have different timing and swing, you may need to occasionally adjust the timing of the grid snapping on the fly to get the "swing" right.

To do this, use the nudge buttons on the Ableton player. To re-snap the grids back into time, simply hit the corresponding sync button again.

NOTE: Sync buttons are only available when a track is loaded to deck. If no track is loaded to a deck, then the sync buttons for that deck will be greyed out.

Although not recommended, Sync is still possible without Beat grid. If a track has no Beat grid present, Scratch Live will use the track's BPM tag and transients to perform sync. To adjust timing, use the nudge buttons.

INTERNAL PLAYBACK

Internal Playback mode is just like the internal mode you find on a Scratch Live virtual deck. There is no control from your turntable or CD player - you use the buttons and sliders on screen to control playback of the Ableton set.

This allows you to play back Ableton without syncing to a virtual deck, but still make pitch and nudge adjustments.

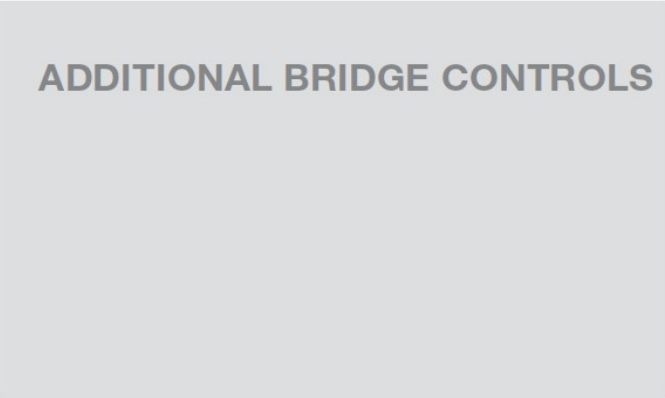
PLAY BUTTON

The Play button starts and stops the Ableton set playback.

PITCH AND NUDGE BUTTONS

Use the Pitch slider to increase or decrease the pitch of the Ableton set's playback. You will see the BPM value changing as you do this.
Click on the + and – buttons to nudge the track into time (temporary pitch adjustment).

6.3 Additional Bridge Controls



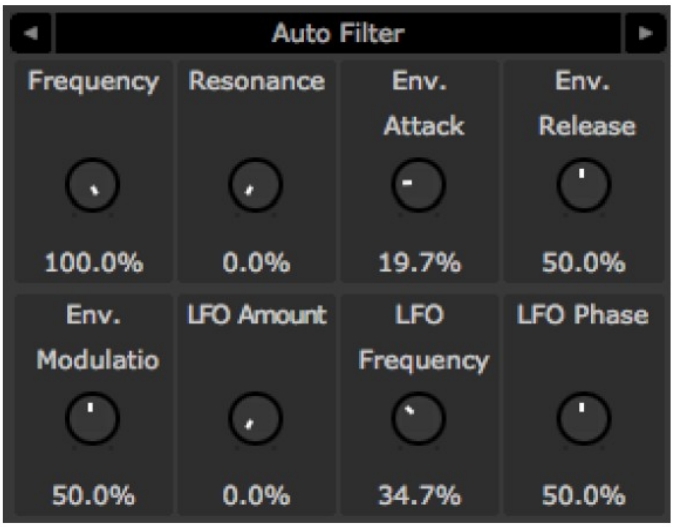
CLIP AND TRACK NAVIGATION

Use the arrows on the clip and track navigator to move up/down and left/right through the clip view.

To jump in increments of 8 clips or tracks, hold control while clicking.

DEVICE CONTROL

Use the Device Control section of the Ableton Player to adjust the parameter controls of audio effects you have enabled in your Ableton set.



To show / hide the Device control, click on the Device button which is to the right of the nudge buttons.

When you click on a track, the device displayed (the device currently selected in Ableton) will default to the first device in the chain for that track. To switch to another device on that track, use the arrow buttons next to the device header to go to the next / previous device in the chain.

To control another track's device, first click on the track header, and then use the device arrow buttons to scroll though that track's device chain.

MIDI ASSIGNMENT

There are two ways to set up MIDI control for The Bridge. Which method you choose is really up to you.

The recommended method is to use the regular MIDI mapping method from within Ableton. You don't need to have Scratch Live open to do this, you can do it all from within Ableton. This also means that Scratch Live doesn't have to be open for your MIDI assignments to work, useful if you want to occasionally perform an Ableton only set.

Click on the MIDI tab at the top right of the Ableton screen to enter MIDI learn mode.

Any element in Ableton that is MIDI assignable will now be highlighted blue.

Then, just click on the element on screen that you want to map, and tap or move the corresponding button or slider on your MIDI controller.

Alternatively, you can MIDI assign The Bridge from within Scratch Live. You will need to have both Ableton and Scratch Live open to do it this way.

Any controls displayed in the Ableton panel can be assigned to a MIDI controller, right in Scratch Live.

To do it this way, click on the MIDI button at the top of the Scratch Live screen to enter MIDI learn mode.

Then, click on the element on screen that you want to assign to your MIDI controller, and press the corresponding button on your MIDI controller.

For more advanced MIDI techniques, please consult the Ableton Live or Scratch Live Manuals.

The official manual ends here – lets go on with our tutorial!
(If you need more information download the manual from www.serato.com)

For advanced deejaying with The Bridge follow the next chapter!

7. Ableton Live – Instruments & VST(i)

7.1 Introduction

Now you are ready to play with The Bridge. But you can even get more creativity in your sets! Ableton is not only a sampler that plays your audio loops through your Scratch Live decks. It owns also high quality instruments and plugins.
The number of your instruments and effects are different. If you own the Ableton Suite you have more instruments like the Operator, the Amp and many more.
Your are also allowed to use VST(i) instruments and plugins with both versions. Additionally you can buy and use Add-Ons like Max for Live and others.
But what is a VST(i) instrument? Well, here is a short description:

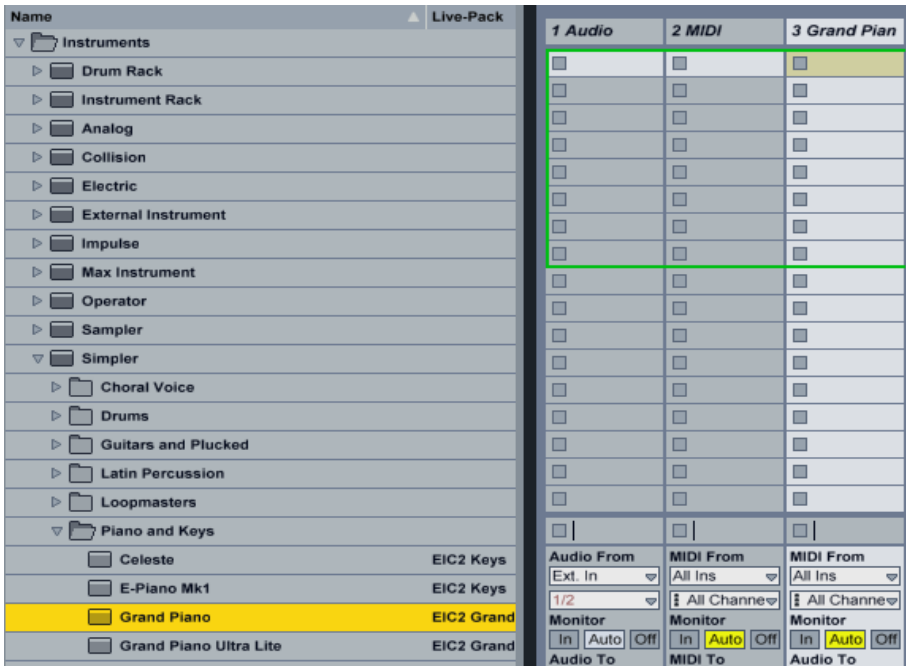
Steinberg's Virtual Studio Technology (VST) is an interface for integrating software audio synthesizer and effect plugins with audio editors and hard-disk recording systems. VST and similar technologies use digital signal processing to simulate traditional recording studio hardware with software. Thousands of plugins exist, both commercial and freeware, and VST is supported by a large number of audio applications.
VST plugins are generally run within a Digital Audio Workstation, providing the host application with additional functionality. Most VST plugins can be classified as either instruments (VSTi) or effects, although other categories exist. VST plugins generally provide a custom GUI, displaying controls similar to the physical switches and knobs on audio hardware. Some (often older) plugins rely on the host application for their UI.

VST instruments include software simulation emulations of well-known hardware synthesizer devices and samplers, emulating the look of the original equipment and its sonic characteristics. This enables VSTi users to use virtual versions of devices that may be otherwise difficult to obtain.

VST instruments require notes to be sent via MIDI in order to output audio, while effect plugins process audio data (some effect plugins do require a MIDI input too though, for example they might use MIDI sync to modulate the effect in sync with the tempo). MIDI messages can often also be used to control parameters of both instrument and effect plugins. Most host applications allow the audio output from one VST to be routed to the audio input of another VST (known as chaining). For example, output of a VST synthesizer can be sent to a VST reverb effect for further processing.

7.2 How to use Ableton Live Instruments

To use a Ableton Live instrument just drag & drop it into your Live Set. It will show you as a new audio channel.



7.3 How to use VST(i) Plugins

You can use it it in the same way as an Ableton Live instrument. Just drag & drop it into your Ableton Live Set. It will shown as a new audio channel.
We learned that a VST(i) plugin could be everything, an instrument, an effect, a sampler and much more. So chose it with care.

My favorite and one of the most public VST(i) Plugins is *Maschine* from *Native Instruments*.

Note: VST(i) Plugins are normally synced to Ableton Live. That means they are also synced to Scratch Live when you hit the sync button in the software! The tempo holds on if you beatmatch your tracks, even if you do big jumps like 50 or more BPM. But don't forget to synchronize Ableton Live to your new track which is correctly beatgridded!

8. How to DJ with The Bridge 2.0

Now this is the most interesting part I think. But also the most complex!
So let me explain what The Bridge 2.0 exactly is.
The basics are similar to the normal Bridge setup. But we don't use the audio output from an SL-Box! We have to use a second audio interface.

That means it doesn't matter if you have only a 2-Deck Serato Box like the SL-1, SL-2 or the TTM 57SL. It works as great with them as with the SL-3, SL-4 and the new Rane Mixers!

The reason is that we only need the channels that we really been using in our normal DJ setup. In this situation 2 decks!
This will also work with more than 2 decks in the same way!

8.1 Required Qualifications

Let me list what you have to own at least to DJ with The Bridge 2.0:

- **Mixer with Send / Return – each channel should be single directed through your send output**
- **Second audio interface – FireWire or USB 2.0 or higher**
- **Novation Launchpad / Akai APC 20 / 40**

What I additionally use:

- **Novation Dicer**
- **Akai LPD 8**
- **Vestax VFX-1**
- **NI Maschine**

My second Audio Interface:

- **Echo AudioFire 2**

(I tried the NI Audio Kontrol 1 USB-Soundcard before. It works also well. But a MacBook has only two USB-Ports and in my opinion I have much lesser latency's with connecting my second interface right into the FireWire Port of the MacBook than run the USB Port through a USB-Hub. Maybe it works faster with a new MacBook Pro. I own a 2k11 13" MacBook Pro!)

Let me explain you my MIDI-Mappings for each controller. If you use it like me its pretty self-explanatory. If not just give it a try or map your own individual settings.

=

All that controller are standard mapped!

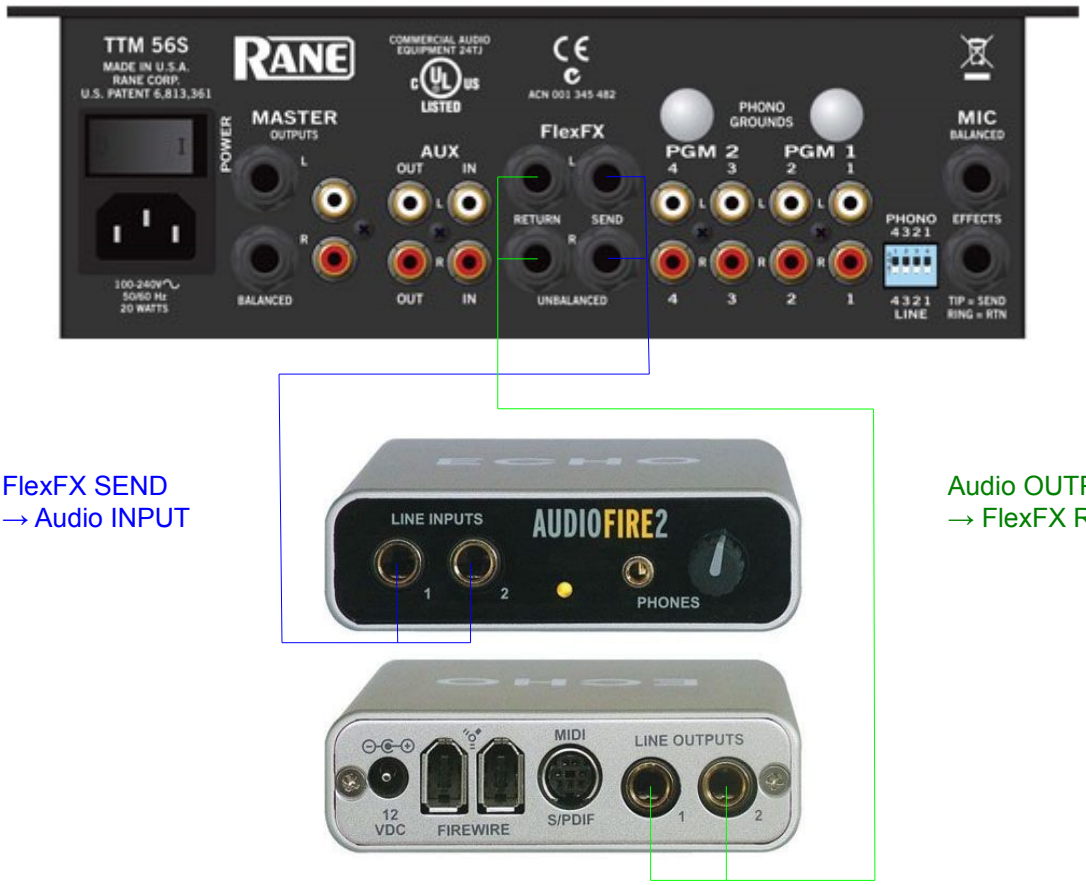
=

Maschine is also standard mapped for the Maschine Software which you run as an VST plugin in Ableton

And here I will show you my mapping for the different parameters in Ableton and Serato:

8.2 Audio Routing

At first you have to connect your DJ Mixer and your second audio interface into the right direction. I'll explain it in the following graphic:



FlexFX SEND
→ Audio INPUT

Audio OUTPUT
→ FlexFX RETURN

The Dry/ Wet fader regulates the volume that comes back from Ableton Live.

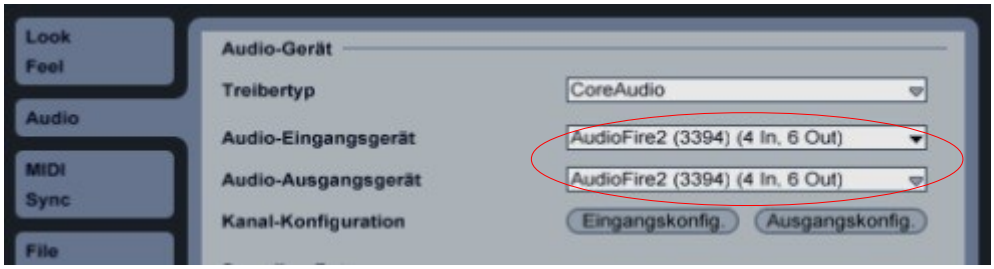
The FlexFX buttons activate the deck which you will route through Ableton Live - one or both !

Note: All that is also possible with other mixers which have an good quality send / return. You can mix like that with every Rane mixer that is actually in the product assortment !

8.3 Software & Hardware Settings

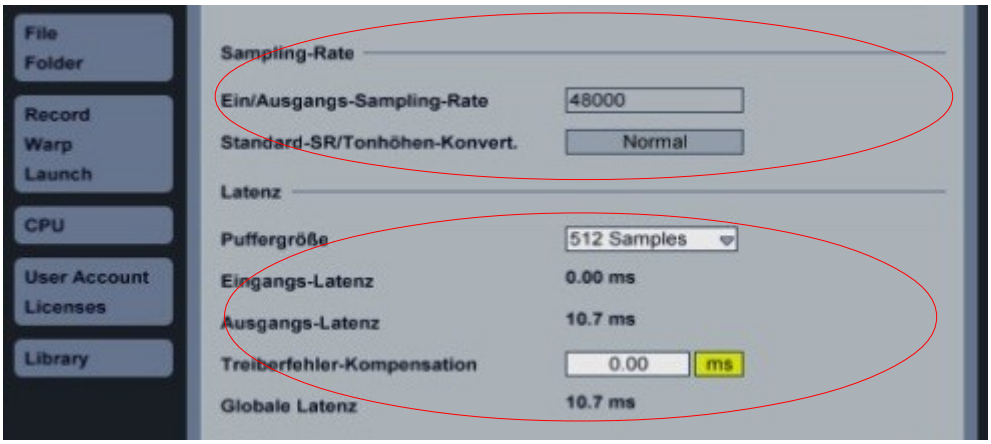
Switch to Ableton live and chose switch your interface from „Serato“ to *CoreAudio* (Mac) or *ASIO* (Win).

After that chose your stereo input and your stereo output.



Now you are able to route your audio signals through Ableton Live! The main work is done so far.

Tip: Check out the latency between the „original signal“ and the signal that you route through Ableton Live. The signal should be at least the same when you pull the dry & wet fader to the right. If not, the latency is too high.
Reduce your sampling-rate from 48 kHz into 44,1kHz. You can also chance the global latency.



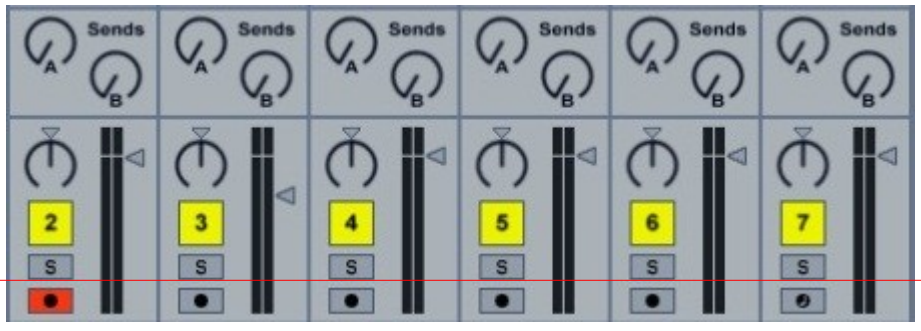
8.4 Buildup & structure your Ableton Live Set

After your settings are made you have to checkout your Ableton Live Set (.als)
In the Standard ALS you have only one audio channel and one MIDI channel. If you don't need the MIDI channel, remove it. Every channel will be shown also in Scratch Live and will take unnecessary placement in the overview.

Be sure you have enough audio channels. If not create them (Mac: Cmd + T) or (Win: Strg + T). Feel free to include your VST(i) Instrument.

8.5 Record Loops / Audio Clips

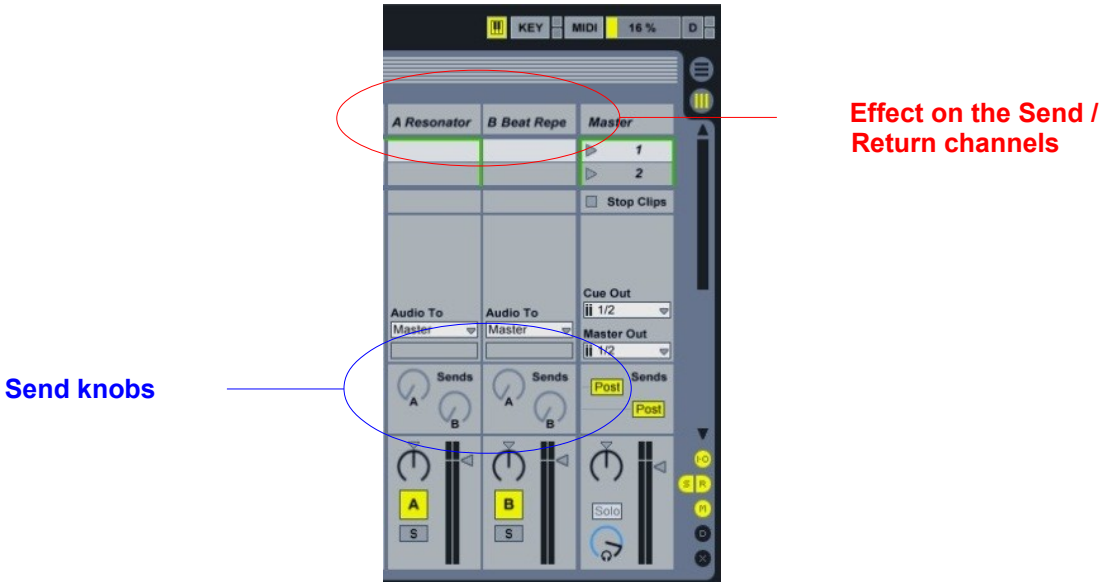
The record button activates the audio channel where the signal is running through. Activate it on the channel where you wish to record your audio loop.



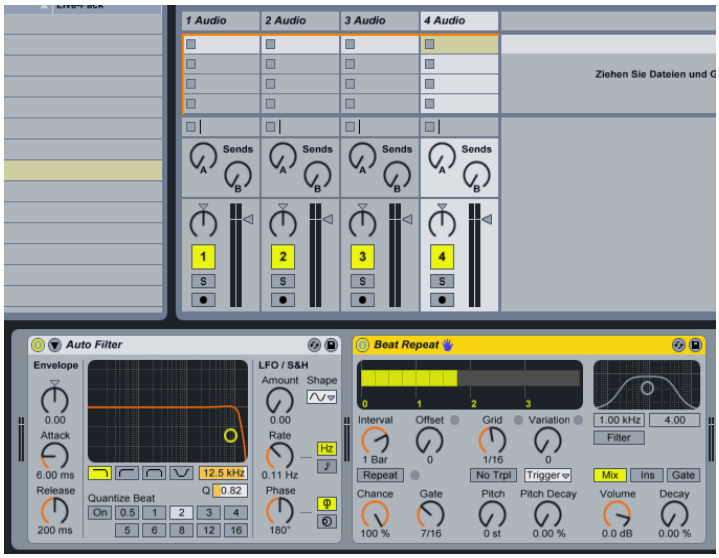
After that just press the button on your Launchpad / APC in this channel and the loop starts recording, synchronized to Ableton Live. The Button lights up red, after pressing it again you loop stops and starts playing automatically from the beginning. The light turns into green, for a playing live clip.

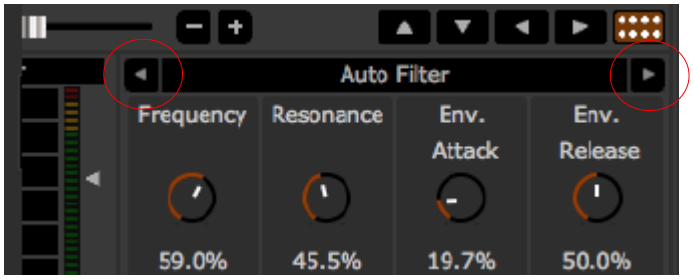
8.6 Ableton Live Effects for your Scratch Live Decks

First way: To use the Ableton Live effects on your Scratch Live decks we have different methods. First, we could drag & drop the effects to our send and return channel. Every channel in Ableton Live has send knobs. Two per channel are standard. You can create as much as you want. Activate the effect by turning the knobs from dry to wet.

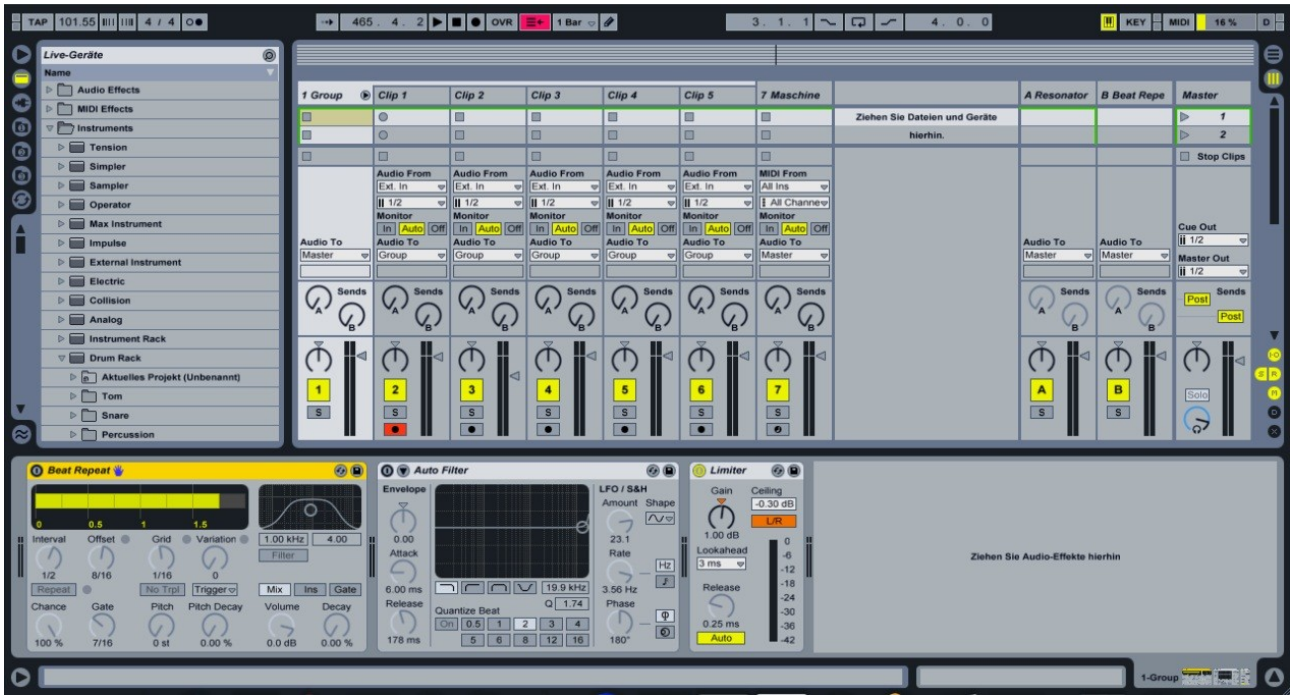


Second way: Drag & drop the effects you want to use to each audio channel. You can scroll between the effects directly in Scratch Live with the device buttons.





<u>Third way:</u> Group all your audio channels into one group. After that use the effects on the whole group.



- For using Ableton Lives effects on your deck(s) chose the deck(s) you wish and activate them with the FlexFX button. Now the signal will run through Ableton.
- After that hit the sync button for that deck (if you want to effect more than one deck be sure you have well beatmatched!)
- Activate the effect you want to use in the way I explained the pages before.

Note: Ableton Live will not save your ALS automatically! Be sure you save it BEFORE you used it for your remix session in Scratch Live. After saving you won't have to restructure your ALS every time you want to use The Bridge!

One last advice:
Try to visualize The Bridge like the following graphic:

Serato and your DJ performance are always your master plan! The user is The King of The Bridge!

Ableton Live will always be synced to Serato

VST(i) plugins will always be synced to Ableton Live

We're done. Read it again and again, try everything out, give it your personal note... and have fun :)
I know its hard to learn, but in the end, it worth. You will never want something else.

If you want to, watch my videos on the following pages and get some inspiration.

9. Showcase

9.1 Showcase with The Bridge

https://vimeo.com/29307370

9.2 Showcase with The Bridge 2.0

https://vimeo.com/38289181

10. Credits

All pictures are property of Ableton Live, Serato, the Rane Cooperation, Novation, Akai, Korg, Native Instruments and Echo. I got them from the Ableton Live Homepage, the Serato Homepage, Wikipedia and Google.

I thank all these company's for their hard work. Without them, the DJ market would not be the same like now.

Special thanks to Ableton and Serato for this awesome partnership.
It is the greatest product on the market!

For questions feel free to contact me at: info@dj-razy.com
www.facebook.com/djrazy
www.facebook.com/djrazyfanpage

THANK YOU FOR READING THIS TUTORIAL !